STREET FIGHTER®

ALPHA ANTHOLOGY

TEEN
T
CONTENT RATED BY ESRB

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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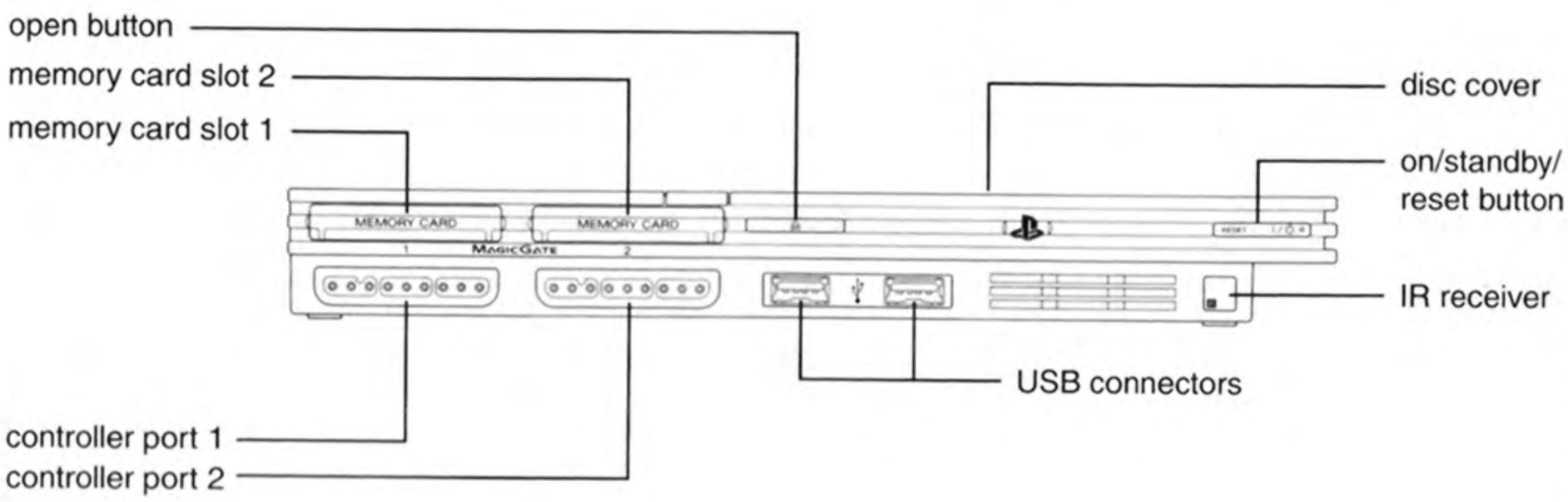
A Special Message from CAPCOM®

Thank you for selecting STREET FIGHTER® ALPHA ANTHOLOGY for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **STREET FIGHTER® ALPHA ANTHOLOGY** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

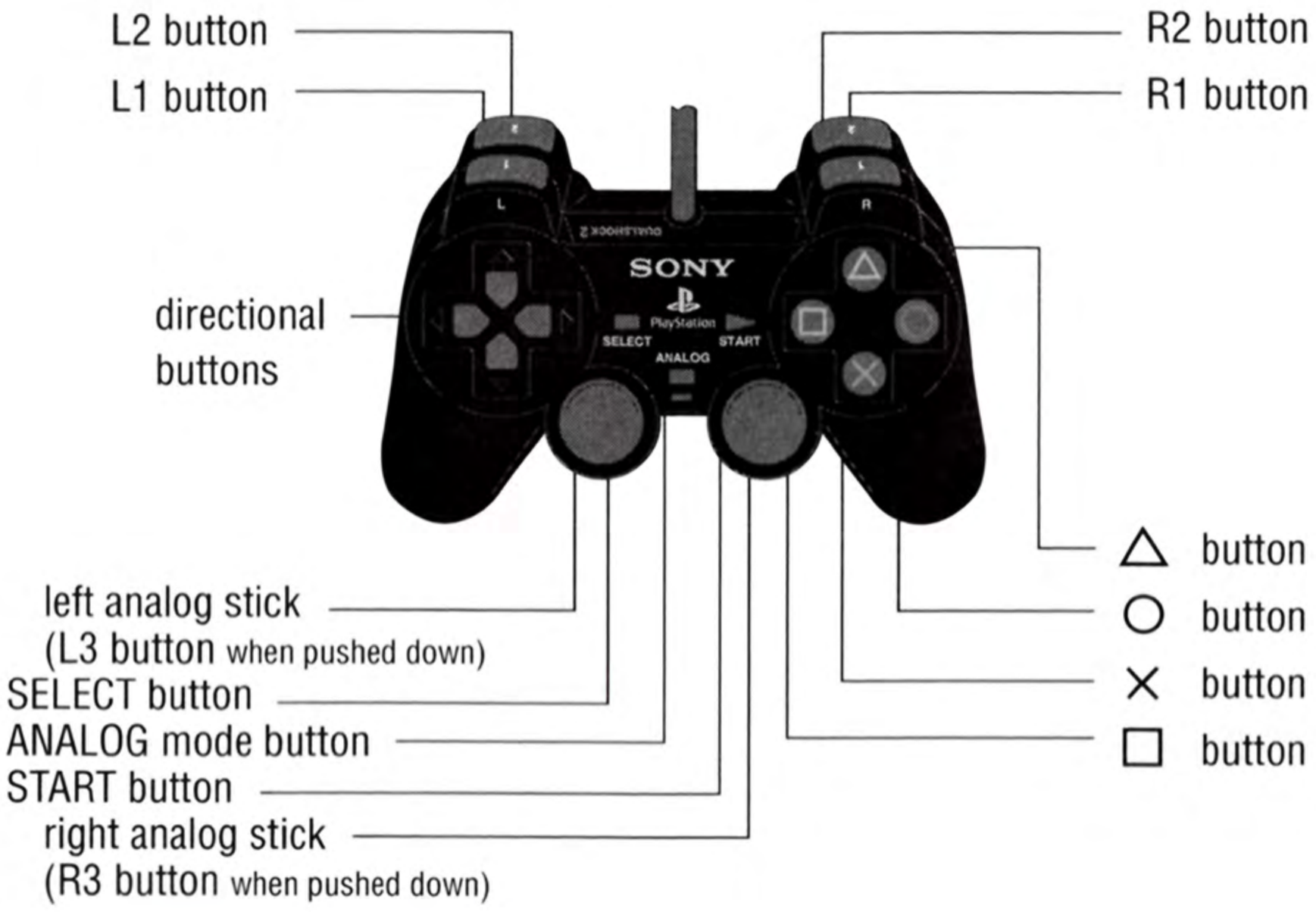
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card containing previously saved games.

- You must be using a memory card with at least 51KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1. For 2 Player games, connect a second DUALSHOCK®2 analog controller to controller port 2. You can turn controller vibration on/off in Options mode *(page 21)*.

LOGOS

STREET FIGHTER® ALPHA

STREET FIGHTER® ALPHA 2

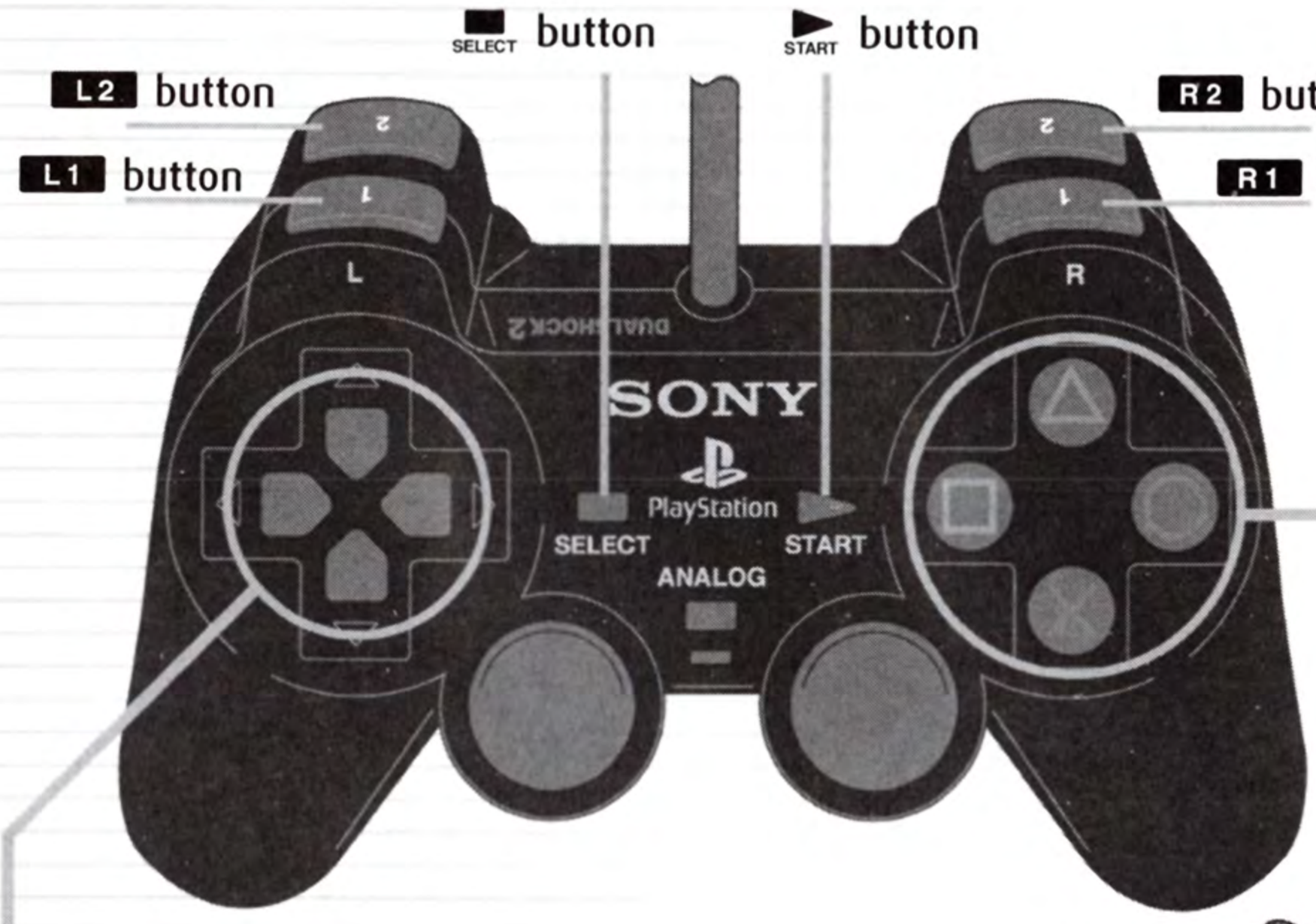
STREET FIGHTER® ALPHA 2 GOLD

STREET FIGHTER® ALPHA 3

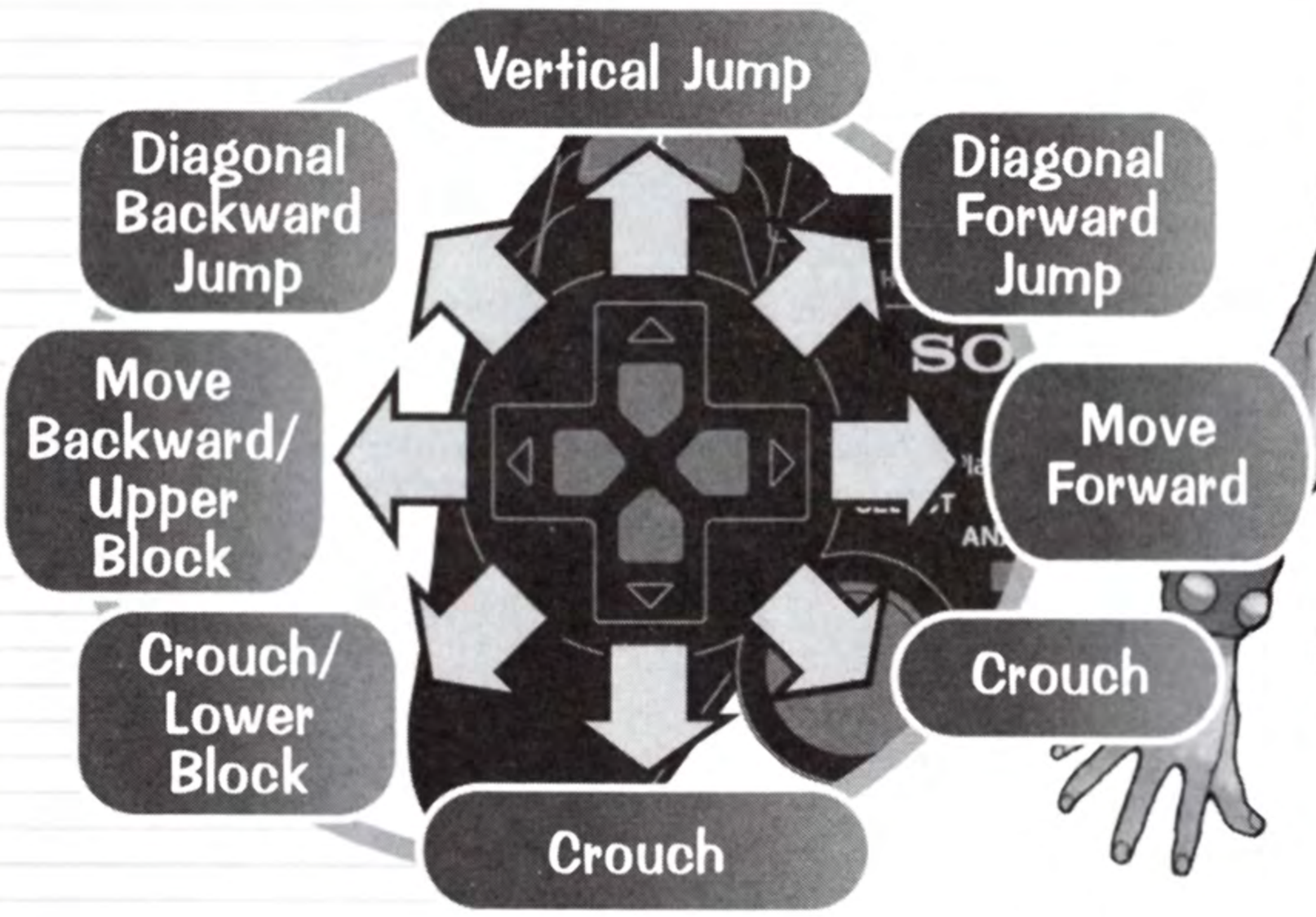
SUPER GEM FIGHTER MINIMIX®

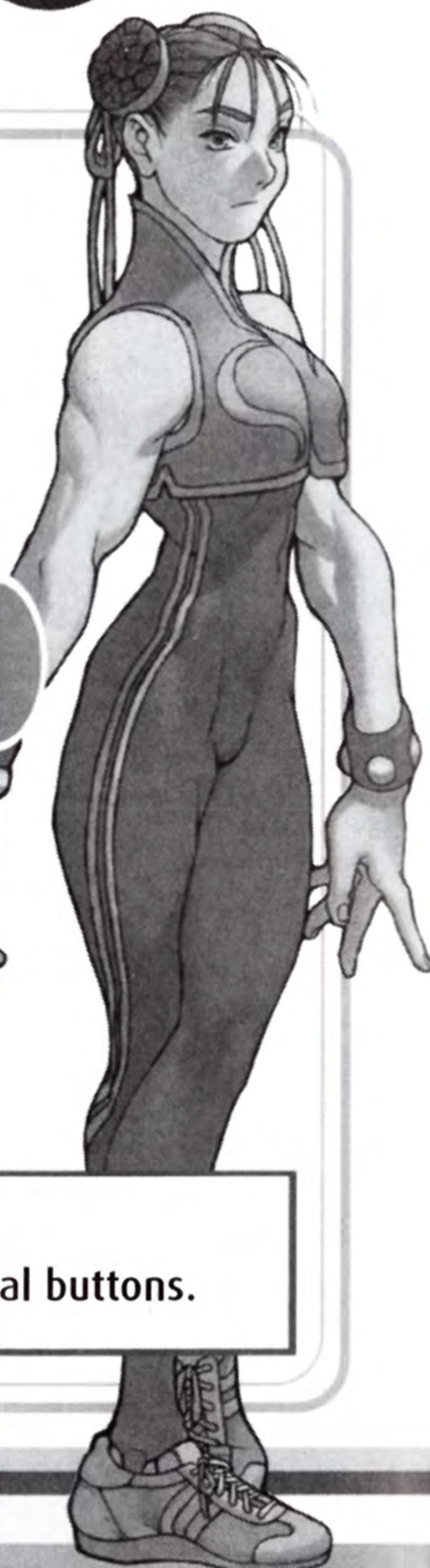
BASIC CONTROLS

This game is compatible only with the DUALSHOCK®2 analog controller.



DIRECTIONAL BUTTONS*





*Assumes character is facing right on screen.

*Left analog stick can be used instead of the directional buttons.

BUTTONS

START BUTTON

- Press during play to pause the game and open the Pause menu.
- Press on the idle controller during Arcade Mode to challenge the other player.

SELECT BUTTON

- Press during a fight to taunt the other player.

MENU CONTROLS

Selecting ► Use the directional buttons to move through menus and options.

Confirm ► Press the ⊗ button to confirm a selection.

Cancel ► Press the △ button to cancel a selection.

NOTES:

- **SOFT RESET** — Hold down the SELECT button and press the START button to return to the Title screen.
- **DEFAULT CONTROLS** — Buttons shown are the default setting. Change the button configuration with the Controller Settings menu *(page 21)*.

STARTING A GAME

STARTING A GAME

Press the START button on the Title screen to open the Main Menu. From the Main Menu, select the game you want to play.

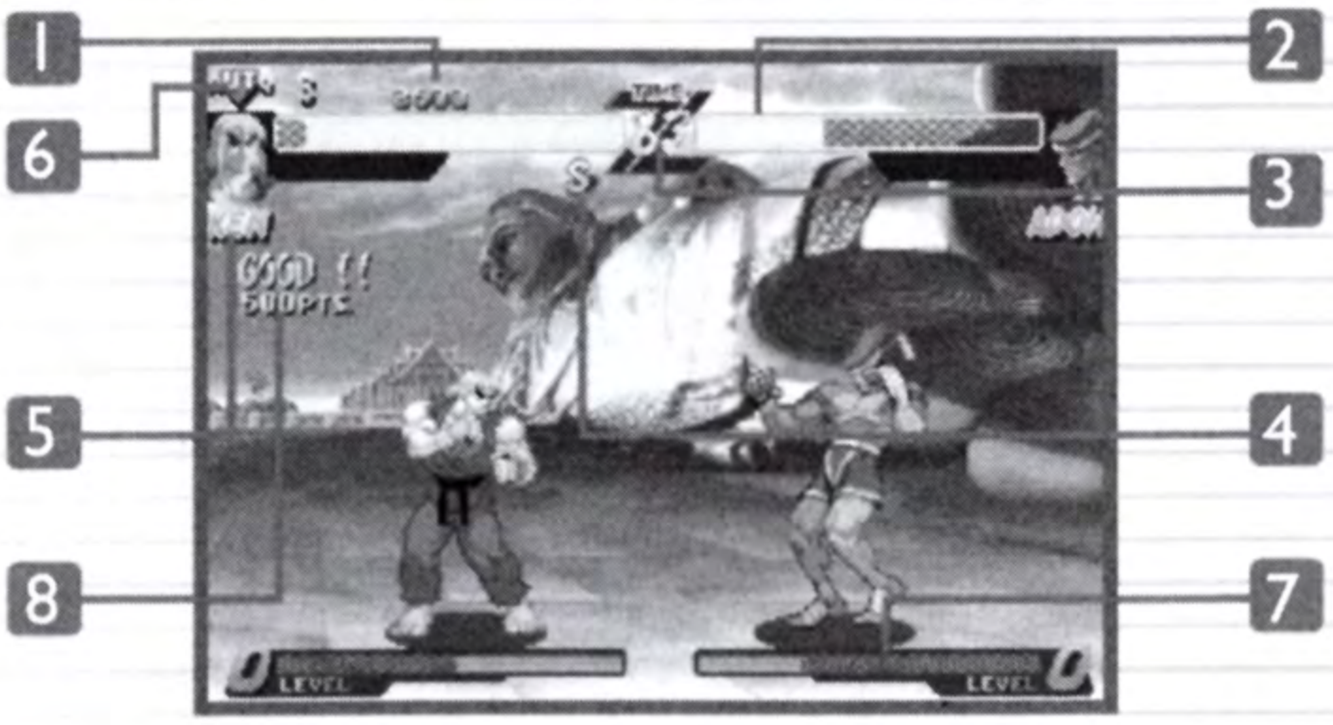
MAKING SELECTIONS

Use the directional buttons to move through the selections, and press the ⊗ button to confirm. Press the △ button to cancel and return to the Title screen.

HDD INSTALL

Select **HDD INSTALL** to install the game data onto your internal hard disk drive (40GB)(for PlayStation®2) *(page 20)*.

SCREEN LAYOUT



1 SCORE

Player's current score.

2 VITALITY GAUGE

Remaining vitality.

3 TIME COUNTER

Round time left.

4 WIN MARK

Appears when player wins a round.

5 CHARACTER ICON

Name & portrait of current character.

6 AUTO MARK

Auto Mode mark (when Auto Mode is active) & number of remaining auto-guards *(page 9)*.

7 SUPER COMBO LEVEL GAUGE

Perform normal and special moves to fill up the gauge.

8 BONUS MESSAGE

Various messages appear during combat.

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Player's current score.

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Remaining vitality.

3 TIME COUNTER

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4 WIN MARK

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Name & portrait of current character.

6 AUTO MARK

Auto Mode mark (when Auto Mode is active) & number of remaining auto-guards *(page 9)*.

7 SUPER COMBO LEVEL GAUGE

Perform normal and special moves to fill up the gauge.

8 CONSECUTIVE WINS

Number of matches won in a row.

9 BONUS MESSAGE

Various messages appear during combat.

SCREEN LAYOUT

1 SCORE

Player's current score.

2 VITALITY GAUGE

Remaining vitality.

3 TIME COUNTER

Round time left.

4 WIN MARK

Appears when player wins a round.

5 CHARACTER ICON

Name & portrait of current character.

6 GUARD POWER GAUGE

When this runs out, player can no longer guard.

7 SUPER COMBO LEVEL GAUGE

Perform normal and special moves to fill up the gauge.

8 ISM TYPE

Current ISM type.

9 BONUS MESSAGE

Various messages appear during combat.

1 SCORE

Player's score.

2 VITALITY GAUGE

Remaining vitality.

3 TIME COUNTER

Round time left.

4 REMAINING LIVES

Number of lives the character has left.

5 CHARACTER

Character's name.

6 MIGHTY COMBO GAUGE

Perform attacks to fill up the gauge. *(page 14)*.

7 ITEM BALL

Collect to perform a special attack.

8 COLLECTED ITEMS

Items character has. The largest item is used next.

9 GEM

Reward when your hits land.

10 GEM GAUGE

Shows special moves level.

11 BONUS MESSAGE

Various messages appear.

MANUAL/AUTO

MANUAL

You perform all actions.

AUTO

EASY COMMANDS

Press a **P** and **K** button of the same strength to perform Super Combos *(page 15)* with ease. Only Level 1 Super Combos can be used with Easy Commands.

AUTO GUARD

You automatically block during combat (except in mid-attack). There's a limit to the number of times you can auto-guard in each round.

You automatically block during combat (except in mid-attack). You will still take a small amount of damage with each blocked attack.

ISM SELECTION

Select one of three ISM types to use in combat.

X-ISM

Simple, with one powerful combo.
Recommended for beginners.

A-ISM

Standard ISM with multiple Super Combos.

V-ISM

The only ISM that lets you use Custom Combos *(page 15)* for a variety of Combo moves.

CONTROLS

NORMAL MOVES

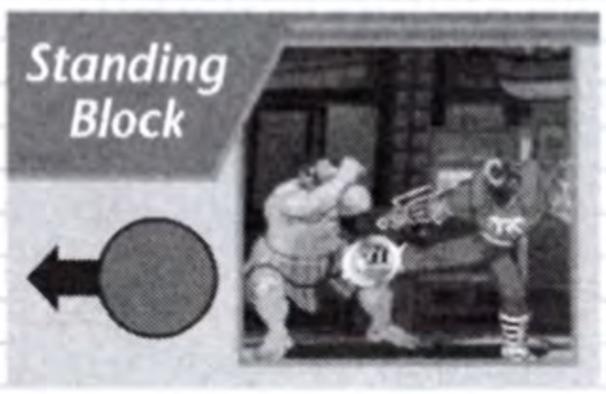
Use combinations of punches and kicks to attack. Different attacks will occur depending on your stance.

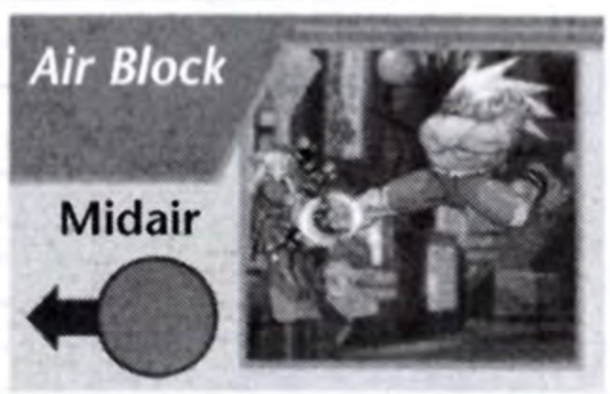
SPECIAL MOVES

Combine punches and kicks with the directional buttons to perform various special moves.

BLOCK

To block, press the directional buttons away from your opponent without attacking. There are three types: standing block, crouching block, and air block. Block in the area of the attack to keep from getting hurt. (When playing **STREET FIGHTER® ALPHA 3** with X-ISM selected, you cannot block in midair.)





THROW/BREAK FALL

When close to an opponent, use a throw to grab the opponent and attack. Some characters have multiple attacks available while grabbing an opponent. If you're grabbed by an opponent, input the same command to escape the grab and reduce the amount of damage you take. In **STREET FIGHTER® ALPHA 3** and **SUPER GEM FIGHTER MINIMIX**, you can also enter the Break Fall command when thrown in the air.

THROW

Press ⬅ or ➡ near opponent and either **MP/MK** or **HP/HK**.

BREAK FALL

Use **MP/MK** or **HP/HK** just as you're being grabbed.

THROW

Press ⬅ or ➡ near opponent and either two **P** or two **K** buttons.

BREAK FALL

Use **PP** (midair) or **KK** (on the ground).

THROW

P + K near opponent.

BREAK FALL

Use **P + K** while being thrown.

ALPHA COUNTER

When blocking an attack, enter the following commands to transition from the block into a counter-attack reversal. Performing an Alpha Counter uses one bar from the Super Combo Level Gauge (1.5 bars for **STREET FIGHTER® ALPHA 2 GOLD** and V-ISM in **STREET FIGHTER® ALPHA 3**).

⬅⬘⬇ + P or K

Press the directional buttons toward the opponent + P + K of the same strength.

- Not available in X-ISM.

DEFENSIVE ROLL

When you take a hit that knocks you down, press ⬅⬘⬇ + P (or any two K buttons in **STREET FIGHTER® ALPHA 3**) to roll forward and stand back up.

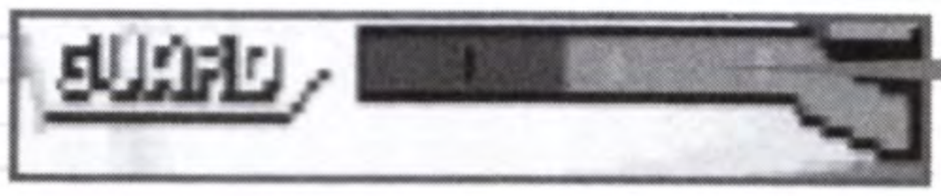
DAMAGE REDUCTION

When taking an attack or blocking, press a directional button or P/K to reduce the amount of damage you take.

CONTROLS

GUARD CRUSH

Your Guard Power Gauge loses energy when you block attacks. When the gauge runs out, you can no longer guard attacks. The gauge automatically regains energy when you're not blocking.



Guard Power Gauge

DASH/DASH ATTACK

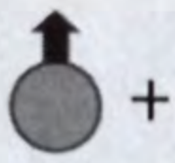
Double-tap the directional buttons ⬅⬅ or ➡➡ to dash in that direction. Press **P** or **K** buttons while dashing to perform dash attacks.

Dash

Backward Dash

PURSUIT ATTACK

Stick an extra attack while your opponent is down.



P, K or S

MEGA CRUSH/COUNTER CRUSH

Use all your Gems and Mighty Combo Gauge to escape a hairy situation.

With Level 1 or higher of the Mighty Combo Gauge,

P + K + S

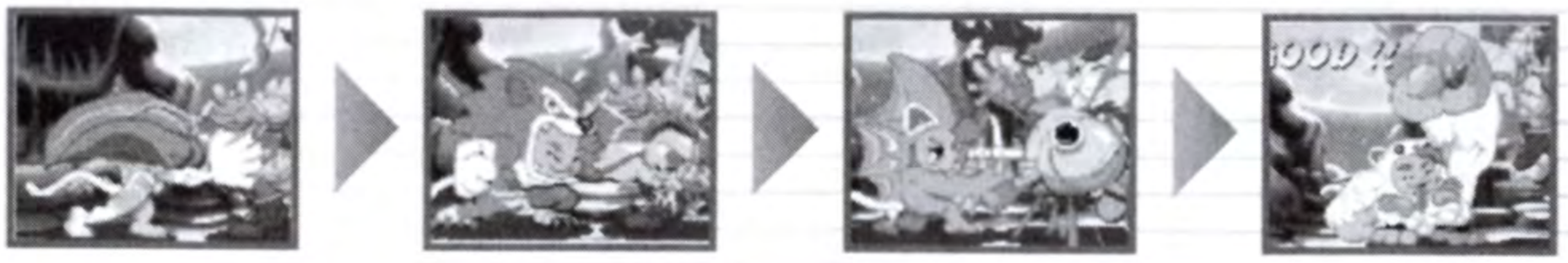
ITEM BALL ATTACK

Attack by throwing an Item Ball *(page 16)*. Use the directional buttons to aim.

(directional buttons +)
K + S

FLASH COMBO

After attacking with P while standing (even if attack is blocked), follow up with a combination of P and K buttons to continue attacking with different moves and even character costume changes for a cool Flash Combo.



GAUGE SYSTEMS

GAUGES USED IN EACH GAME

Gauges in all the games fill up as you pull off normal and special moves (for **SUPER GEM FIGHTER MINIMIX** only, the gauge fills up as you collect Gems). But what you can do with the gauges differs from game to game.

USING THE GAUGES

When a gauge fills up, it enables you to perform various Super Combos, Custom Combos, etc., depending on the game.

GAUGE SYSTEMS

SUPER COMBO LEVEL GAUGE

Pull off normal and special attacks to fill up the Super Combo Level Gauge. When the gauge fills up to a certain amount, the level of the gauge will go up, enabling you to use a Super Combo or Alpha Counter.

Pull off normal and special attacks to fill up the Super Combo Level Gauge. When the gauge fills up to a certain amount, the level of the gauge will go up, enabling you to use a Super Combo, Alpha Counter or Custom Combo.

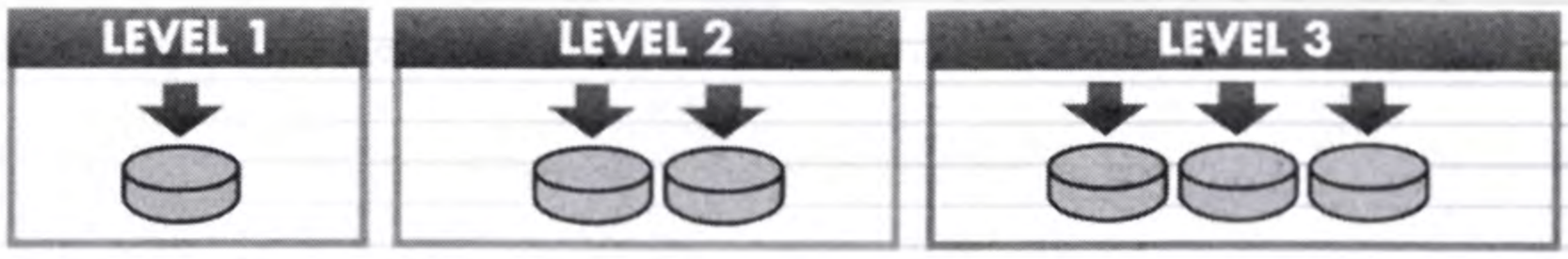
Pull off normal and special attacks to fill up the Super Combo Level Gauge. When the gauge fills up to a certain amount, the level of the gauge will go up, enabling you to use a Super Combo, Alpha Counter or Custom Combo.

MIGHTY COMBO GAUGE

The Mighty Combo Gauge at the top of the screen fills up as you perform attacks and pick up Gems. You can store up to 9 full gauges, and use the gauge to perform powerful Mighty Combo attacks.

SUPER COMBO

When the gauge is at Level 1 or higher, you can perform Super Combo moves unique to each character. There are three levels of Super Combos, and the number of **P** or **K** buttons pressed simultaneously determines the level of the Super Combo performed.



When using Z-ISM, if the gauge is at Level 1 or higher, you can perform Super Combo moves unique to each character. There are 3 levels of Super Combos; the strength of the **P** or **K** button you press determines the level of the Super Combo your perform. When you're using X-ISM, the Super Combo gauge has only 1 level, and it must be full to perform a Super Combo move.

CUSTOM COMBOS

If your Super Combo Level Gauge is at Level 1 or higher, press **P** + **P** + **K** or **K** + **K** + **P** together (or **HP** + **HK** for **STREET FIGHTER® ALPHA 2 GOLD**) to bring up the Gauge Timer. While the timer is going, combine the directional buttons with **P** and **K** buttons to create your own Custom Combo. If you get hit and take damage while the Gauge Timer is active, the Custom Combo ends.

When using V-ISM, if the Super Combo Level Gauge is at 50% or higher, press **P** + **K** of the same strength simultaneously to bring up the Gauge Timer. While the timer is going, combine the directional buttons with **P** and **K** buttons to create your own Custom Combo. If you get hit and take damage once while the Gauge Timer is running, the Custom Combo ends.

GAUGE SYSTEMS

GEM SYSTEM

When you damage your opponent, attack treasure chests, pull off successful Guard Crushes, etc., collectible Gems appear. There are different types of gems, identified by different colors. Collect enough Gems and you can perform a Level Up Special Move.

Power Gem

The Gem Gauge that matches the Gem color increases by one bar.

Rainbow Gem

All Gem Gauges and Combo Gauges increase.

LEVEL UP SPECIAL MOVES

When you collect Gems and fill up the Gem Gauge, the Special Move levels up according to the color of the Gems, to a max level of three.

GUARD CRUSH

Press the Special button to perform a Guard Crush move and steal your opponent's Gems. Hold the Special button down longer to steal even more Gems away. If your opponent tries to do a Guard Crush against you, use the Standing Guard plus the Special button to counter it.

ITEMS

Attack the Item carrier who appears at the top of the screen to get him to drop Item Balls and food. Food restores health, and you can use Item Balls for Item Ball Attacks. There are seven types of Item Balls, and you can hold up to three of each type. Use the Taut button to switch between Item Balls.

GAME RULES

MATCHES

Each match is made up of 3 rounds. The first player to win 2 out of 3 rounds wins the match. You can change the number of rounds in the Options menu *(page 21)*.

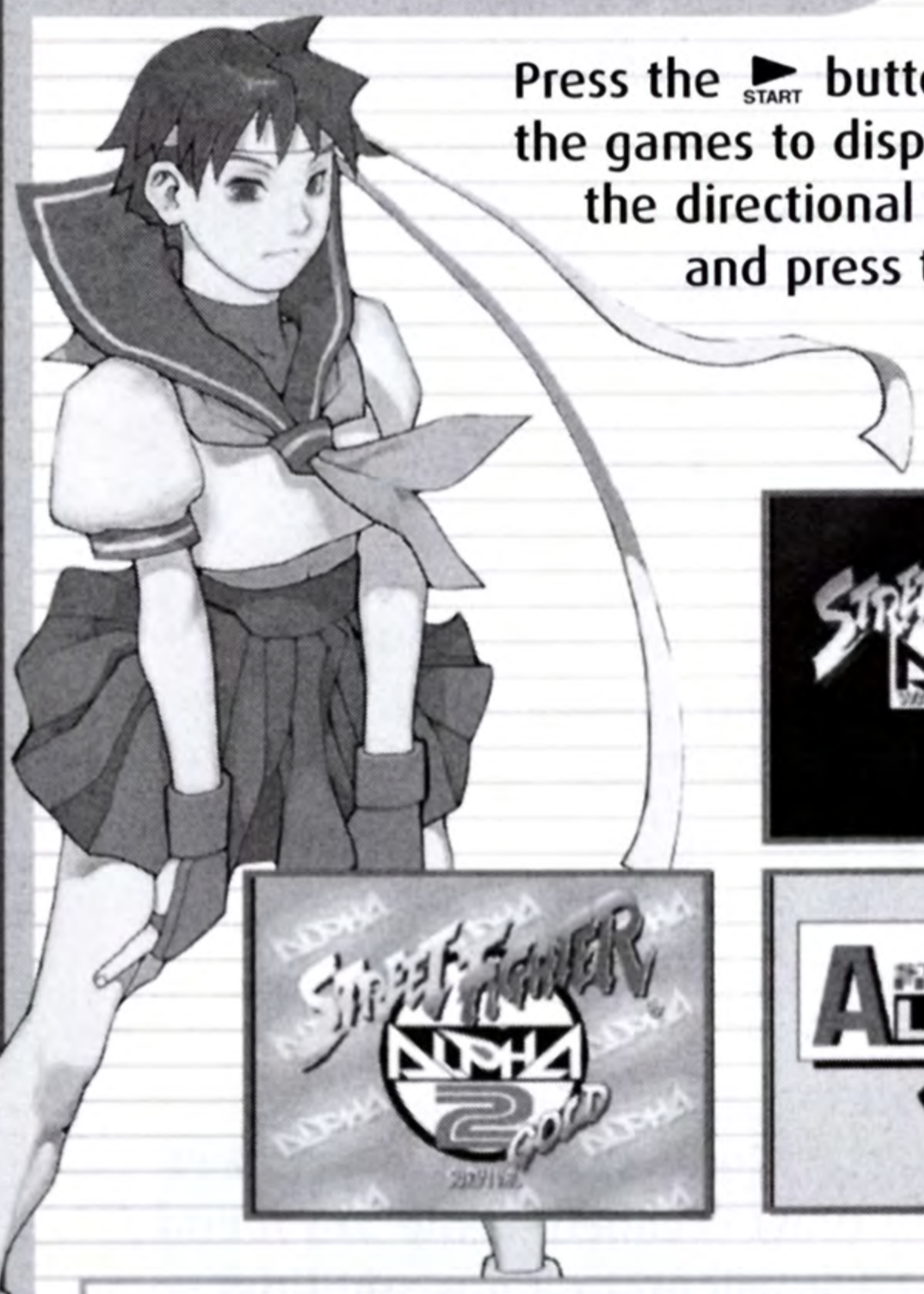
WINNING

Each round has a time limit of 99 counts. You must reduce your opponent's health to zero before time runs out for a KO. If time runs out, the person with the most remaining health wins.

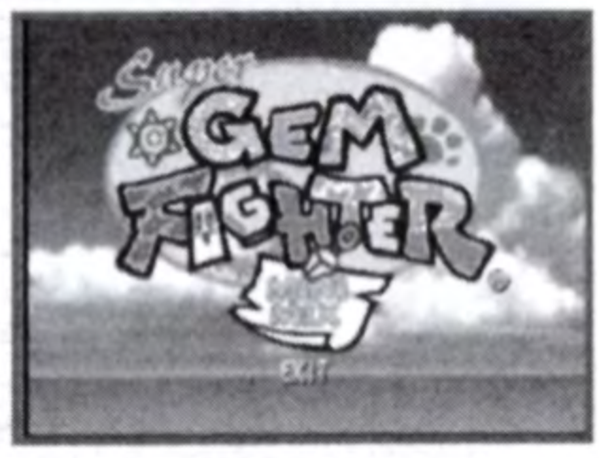
DRAW GAME

If both characters knock each other out and reach zero health at the same time, or if both characters have the same amount of health when the timer runs out, a draw is called. If the 3rd round in a match ends in a draw, the match will go to a 4th and final round, with the winner of the round winning the match.
If the 4th round again ends in a draw, both sides lose.

GAME MODES

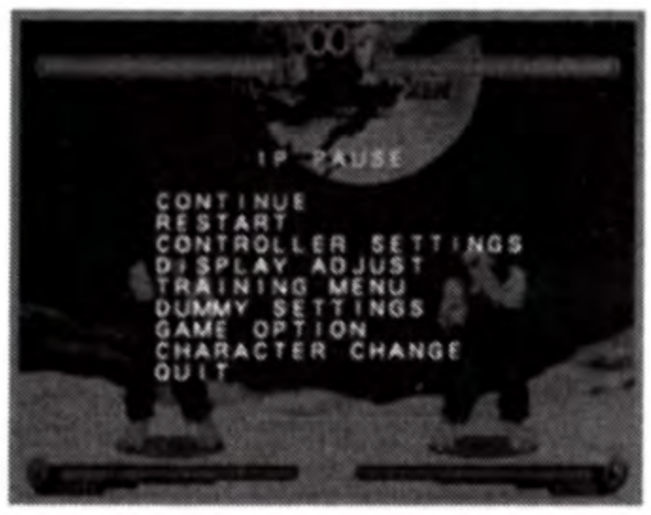


Press the START button on the Title screen for each of the games to display the game mode selection. Use the directional buttons to highlight a selection, and press the ⊗ button to confirm it.



ARCADE	Face off against a string of AI-controlled opponents, with an ending after defeating a set amount of opponents.
VERSUS	Play 1-on-1 with another player. You must have two controllers connected to select this mode.
SURVIVAL	With a specific amount of health, face off against AI opponents to see how many you can defeat. (Not available in **SUPER GEM FIGHTER MINIMIX**.)
DRAMATIC BATTLE	Team up with another player to face AI-controlled opponents together. (Not available in **SUPER GEM FIGHTER MINIMIX**.)
TRAINING	Select specific settings for yourself and your opponent to practice moves and attacks in varying situations.
OPTION	Adjust various game settings.
EXIT	Return to the Main Menu.

TRAINING



Select specific settings for yourself and your opponent to practice moves and attacks in varying situations. During training, press the ▶ START button to open the Training Mode Pause menu.

CONTINUE

Resume training.

CONTROLLER SETTINGS

Customize controller settings.

TRAINING MENU

Adjust Training Mode options.

CHARACTER CHANGE

Return to the Character Select screen.

RESTART

Restart the Training match with the current settings.

DISPLAY ADJUST

Adjust the position of the game screen.

DUMMY SETTINGS

Set the Dummy Mode status.

QUIT

Return to the Title screen.

GAME OPTION

Adjust various game options that apply to Training Mode.

HARD DISK INSTALL

Installing game data on the internal
hard disk drive (40GB) (for PlayStation®2)
speeds up loading time and
makes for a smoother gameplay experience.
This game requires 2048 MB to install.
Install this game?
YES / NO

This title can be installed to the internal hard disk drive. The game can be played without installation, but installing the game onto the internal hard disk can shorten load times for a smoother gaming experience.

NOTE

In order for you to install the game, your internal hard disk must have at least 2048MB of free space available. Do not turn off the power switch or reset the game during installation. This could corrupt the data on the disk. Refer to the user manual for the internal hard disk drive for more information.

UNLOCKABLES

Secret Factor 1

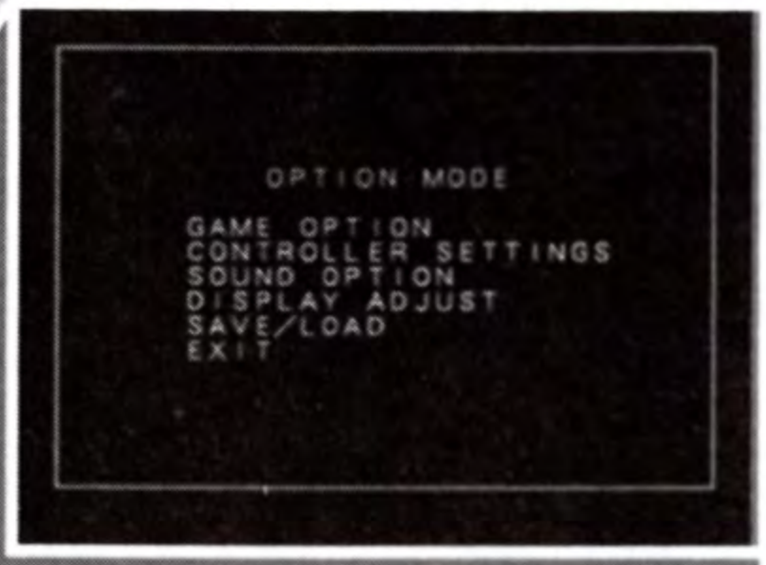
When you use a certain button to select the GAME MODE, a SECRET MODE becomes available. But you'll have to figure out on your own what button to press and what SECRET MODE is.

Secret Factor 2

When you fulfill certain conditions in Arcade Mode, an option for SECRET GAME will be added to the Main Menu.

OPTIONS

GAME OPTION

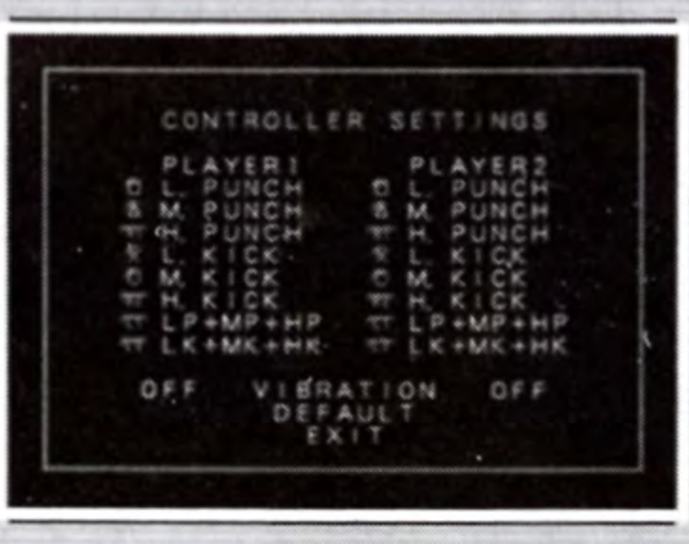


Select **GAME OPTIONS** from the Options menu to adjust various game options. Press the directional buttons ⬆/⬇ to select an option, and ⬅/➡ to change the setting.

- Options available depend on the game.

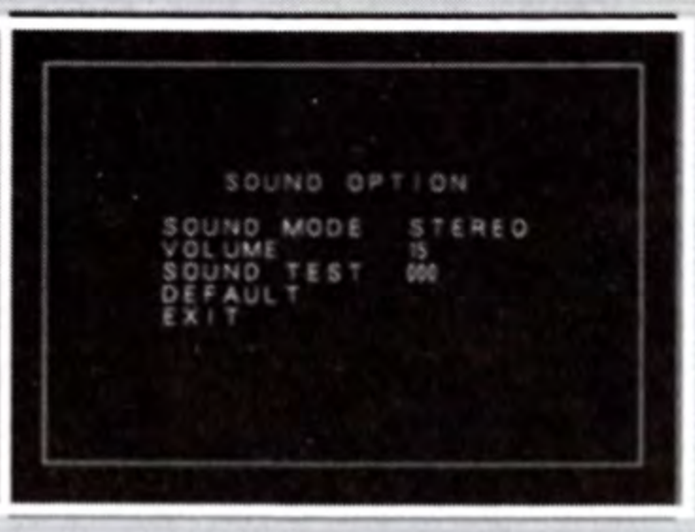
CONTROLLER SETTINGS

Customize the button layout and turn controller vibration on/off.



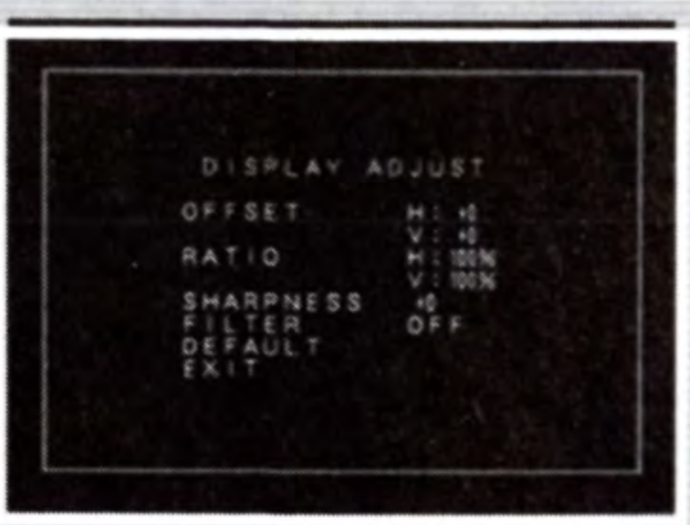
SOUND OPTION

Adjust various sound-related settings, and sample music from the games.



DISPLAY ADJUST

Adjust the centering and size of the game screen.



SAVE / LOAD

Save and load game data, and turn auto-load on/off. With auto-save on, your progress is saved automatically.

CHARACTERS

	Street Fighter Alpha	Street Fighter Alpha 2	Street Fighter Alpha 2 Gold	Street Fighter Alpha 3	Gem Fighter
Ryu	x	x	x	x	x
Ken	x	x	x	x	x
Chun-Li	x	x	x	x	x
Akuma	x	x	x	x	x
Dan	x	x	x	x	x
Charlie	x	x	x	x	
Guy	x	x	x	x	
Birdie	x	x	x	x	
Sodom	x	x	x	x	
Adon	x	x	x	x	
Rose	x	x	x	x	
Sagat	x	x	x	x	
M. Bison	x	x	x	x	
Rolento		x	x	x	
Gen		x	x	x	
Dhalsim		x	x	x	

	Street Fighter Alpha	Street Fighter Alpha 2	Street Fighter Alpha 2 Gold	Street Fighter Alpha 3	Gem Fighter
Sakura		x	x	x	x
Zangief		x	x	x	x
Vega				x	
Cody				x	
R. Mika				x	
Blanka				x	
E. Honda				x	
Cammy				x	
Karin				x	
Balrog				x	
Juli				x	
Juni				x	
Morrigan					x
Felicia					x
Ibuki					x
Tessa					x
Hsien-Ko					x

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Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Carrie Root, Robert Johnson, Rey Jimenez, Robert Hamiter and Ryuhei Tanabe; Creative Services: Michi Morita, Corey Tran and Jacqueline Truong; Translation: Brian Dunn; PR: Melinda Mongelluzzo, Arne Cual-Pedroso and Alicia Kim; Customer Service: Philip Navidad, Frank Filice and Kellie Andreine.

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